



Ranger 1  
CLASS & LEVEL

Half-Elf  
RACE/ANCESTRY/HERITAGE

Outlander  
BACKGROUND

STR  
+1  
12

+2 PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC)

INITIATIVE

SPEED

14 +3 30 ft.

#### SAVING THROWS

- +3 Strength Saves \*
- +5 Dexterity Saves \*
- +2 Constitution Saves
- +0 Intelligence Saves
- +2 Wisdom Saves
- +0 Charisma Saves
- \* Prof. bonus added

DEX  
+3  
16

CON  
+2  
14

INT  
+0  
10

WIS  
+2  
14

CHA  
+0  
10

Armor Worn: leather armor

HIT POINTS

12

HIT DICE

1d10

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit. *Hit:* 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

#### MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

#### RACE

##### Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 20 years old
- Medium Size (5' 6", 164 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

#### CLASS

##### Ranger Class Features [PHB p. 90]

- Favored Enemy: Gnolls and Orcs (adv. on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Forests (double proficiency bonus on Wisdom and Intelligence on favored terrain)

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), two (2) shortswords, longbow and 20 arrows, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 55 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 14 gold pieces (gp); 34 silver pieces (sp); 3 copper pieces (cp); 4 gems (worth 10 gp each)

##### Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Raised by centaurs. Calculating about decisions.
- **Ideal:** Be mindful of sacred life in all your actions.
- **Bond:** Local wild lions accept you as one of their pride.
- **Flaw:** Ignorant of technology.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, shields

**Weapons:** simple weapons, martial weapons

**Tools:** musical instrument (flute)

**Saving Throws:** Strength, Dexterity

**Skills:** Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

**Languages:** Common, Dwarvish, Elvish, Giant, Orc